

JavaScript Promises

Thinking Sync in an Async World

then

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Things I make and do

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```
try {  
    console.log(getLatestGrade(getStudent(name)));  
}  
catch (error) {  
    logError(error);  
}  
finally {  
    logOut();  
}
```

```
try {
    console.log(getLatestGrade(getStudent(name)));
}
catch (error) {
    logError(error);
}
finally {
    logOut();
}
```

XMLHttpRequest

```
getStudent(name, function(student) {  
    getLatestGrade(student, function(grade) {  
        console.log(grade);  
        logout();  
    });  
});
```

```
var handleError = function(error) {  
    logError(error);  
    logOut();  
};  
getStudent(name, function(error, student) {  
    if (error) return handleError(error);  
    getLatestGrade(student, function(error, grade) {  
        if (error) return handleError(error);  
        console.log(grade);  
        logOut();  
    });  
});
```

```
var handleError = function(error) {  
    logError(error);  
    logOut();  
};  
getStudent(name, {  
    error: handleError,  
    success: function(student) {  
        getLatestGrade(student, {  
            error: handleError  
            success: function(grade) {  
                console.log(grade);  
                logOut();  
            },  
        },  
    })  
},  
));
```

```
try {  
    console.log(getLatestGrade(getStudent(name)));  
}  
catch (error) {  
    logError(error);  
}  
finally {  
    logOut();  
}
```

Awesome


```
var handleError = function(error) {  
    logError(error);  
    logOut();  
};  
getStudent(name, {  
    error: handleError,  
    success: function(student) {  
        getLatestGrade(student, {  
            error: handleError  
            success: function(grade) {  
                console.log(grade);  
                logOut();  
            },  
        })  
    },  
});
```

Awkward.

```
getStudent(name)  
  .then(getLatestGrade)  
  .then(console.log)  
  .catch(logError)  
  .then(logOut)  
;
```

Promises

Promise Basics

Promise Basics

Consuming Promises

Promise Basics

Consuming Promises

Creating Promises

Promise Basics

Consuming Promises

Creating Promises

Advanced Techniques

Promise Basics

Getting Promises



RSVP.js

Q.js • Bluebird

RSVP.js

Q.js • Bluebird

Promises/A+

Promise Guarantees

Always Async

Always Async

Returns a Promise

Always Async

Returns a Promise

Handled Once

Always Async

Returns a Promise

Handled Once

Then'able

Promise States

Promise States

Pending **Fulfilled** **Rejected**

Promise States

Pending Fulfilled Rejected



Settled

Promise States

Pending Fulfilled Rejected



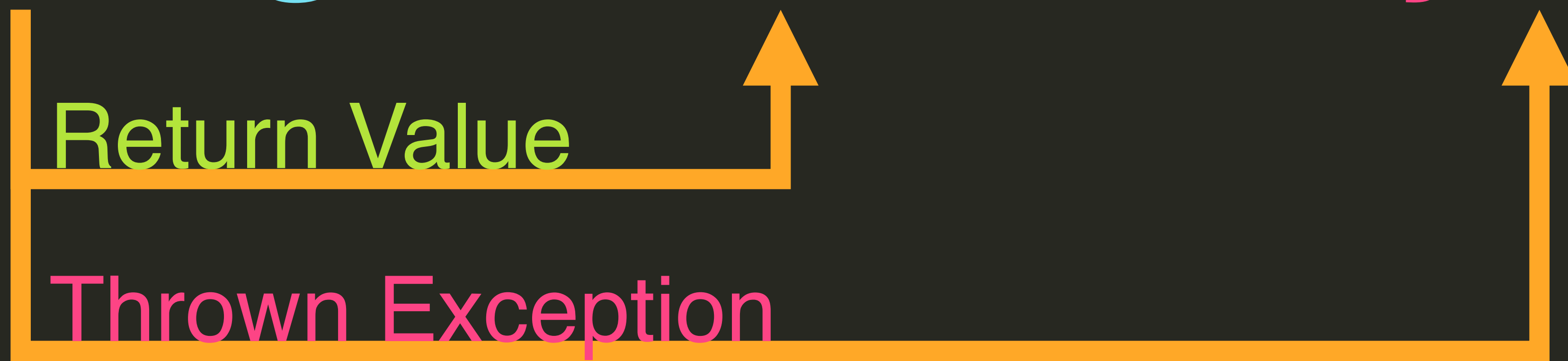
Promise States

Pending Fulfilled Rejected



Promise States

Pending Fulfilled Rejected



Consuming Promises

Promise Prototype Methods

Promise.prototype.then

```
getJSON( '/comments' )  
  .then( onFulfilled, onRejected )
```

Promise.prototype.then

```
getJSON( '/comments' )  
  .then(function( comments ) {  
    if ( comments ) return 'Good'  
    else throw new Error( 'Bad' )  
  }, function( reason ) {  
    // handle getJSON errors  
  })
```

Promise.prototype.then

```
getJSON( '/comments' )  
  .then( fulfillOne, rejectOne )  
  .then( fulfillTwo )  
  .then( null, rejectTwo )
```

Promise.prototype.then

THROW

```
getJSON( '/comments' )  
  .then( fulfillOne, rejectOne )  
  .then( fulfillTwo )  
  .then( null, rejectTwo )
```

Promise.prototype.then

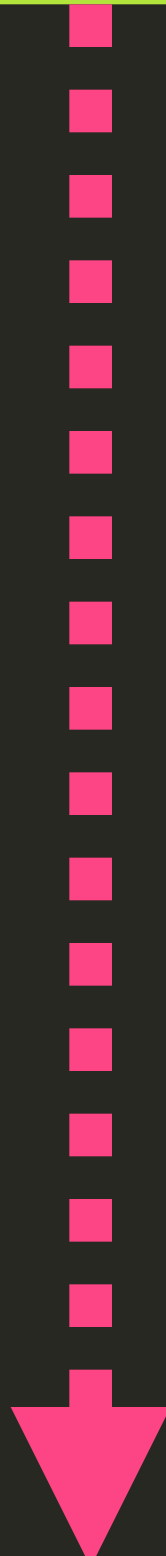
```
getJSON( '/comments' )  
  .then( fulfillOne, rejectOne )  
  .then( fulfillTwo )  
  .then( null, rejectTwo )
```

THROW

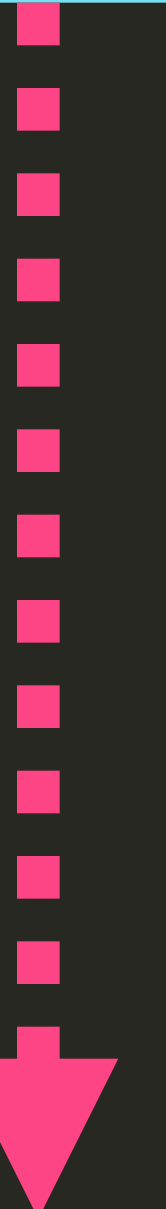
getJSON



onFulfilled **onRejected**



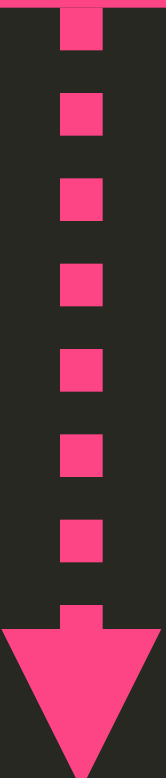
getJSON



onFulfilled



onRejected



Promise.prototype.then

```
getJSON( '/comments' ) // waiting...  
  .then( extractFirstId )  
  .then( getCommentById ) // waiting...  
  .then( showComment )
```


Promise.prototype.then

```
var promise = getJSON( '/comments' );  
somethingElse();  
promise.then( onFulfilled, onRejected );
```

Promise.prototype.catch

```
getJSON( '/comments' )  
  .then( null, onRejected )
```

Promise.prototype.catch

```
getJSON( ' /comments ' )  
  .catch( onRejected )
```

Promise Static Methods

Promise.cast

```
Promise.cast('Hi you!')  
  .then(onFulfilled, onRejected)
```

Promise.cast

```
Promise.cast(seededRandom(42))  
  .then(onFulfilled, onRejected)
```

Promise.cast

```
Promise.cast($.ajax(config))  
  .then(onFulfilled, onRejected)
```

```
$.ajax(config)  
  .then(onFulfilled, onRejected)
```


Lies, all, LIES!

```
$.ajax(config)  
  .then(onFulfilled, onRejected)
```

Promise.cast

```
Promise.cast($.ajax(config))  
  .then(onFulfilled, onRejected)
```

Promise.all

```
var promises = [ getJSON( '/a' ),  
                  getJSON( '/b' ), getJSON( '/c' ) ]
```

```
Promise.all(promises)  
  .then(allFulfilled, firstRejected)
```

Promise.all

```
var promises = [ getJSON( '/a' ),  
                  'Hi you!', 42, getJSON( '/c' ) ]
```

```
Promise.all(promises)  
  .then(allFulfilled, firstRejected)
```

Promise.race

```
var promises = [ saveTo(server1),  
                  saveTo(server2), saveTo(server3) ]  
  
Promise.race(promises)  
  .then(firstFulfilled, firstRejected)
```

Creating Promises

new Promise()

new Promise()

```
function() {  
  var name = prompt( 'Your name?' )  
  if ( !name )  
    throw new Error( 'Rude user!' )  
  else  
    return name  
}
```


new Promise()

```
new Promise(function(fulfill, reject) {  
    var name = prompt('Your name?')  
    if (!name)  
        throw new Error('Rude user!')  
    else  
        return name  
})
```

new Promise()

```
new Promise(function(fulfill, reject) {  
  var name = prompt('Your name?')  
  if (!name)  
    reject(new Error('Rude user!'))  
  else  
    fulfill(name)  
})
```

Shortcuts

Promise.resolve()

```
new Promise(function(fulfill, reject) {  
    fulfill(something)  
})
```

Promise.resolve()

```
new Promise(function(fulfill, reject) {  
    fulfill(something)  
})  
Promise.resolve(something)
```

Promise.reject()

```
new Promise(function(fulfill, reject) {  
    reject(something)  
})
```

Promise.reject()

```
new Promise(function(fulfill, reject) {  
    reject(something)  
})
```

```
Promise.reject(something)
```

Advanced Techniques

this and bind()

```
this.get( 'name' ) // 'Kerrick'
```

```
getJSON( '/comments' )  
  .then( function( comments ) {  
    this.get( 'name' ) // throws  
  } )
```

this and bind()

```
this.get( 'name' ) // 'Kerrick'  
var self = this  
getJSON( '/comments' )  
  .then( function( comments ) {  
    self.get( 'name' ) // 'Kerrick'  
  } )
```

this and bind()

```
this.get( 'name' ) // 'Kerrick'
```

```
getJSON( '/comments' )  
  .then( function( comments ) {  
    this.get( 'name' ) // 'Kerrick'  
  }).bind( this )
```

Absorbed Rejections

```
getJSON( '/comments' )  
  .then(function( comments ) {  
    throw new Error( 'Hello?' )  
  })
```

Absorbed Rejections

```
getJSON( '/comments' )  
  .then(function( comments ) {  
    throw new Error( 'Hello?' )  
  })  
  .catch(console.error.bind(console))
```

Promise-aware Functions

```
getStudent(name) // <Promise>  
  .then(getLatestGrade)  
  .then(log)  
  .catch(logError)  
  .then(logOut)
```

Promise-aware Functions

```
log(getLatestGrade(getStudent(name)))  
  .catch(logError)  
  .then(logOut)
```

Promise-aware Functions

```
function getLatestGrade(promise) {  
    return Promise.cast(promise)  
        .then(function(value) {  
            // getLatestGrade Logic  
        })  
}
```